

Magic Type	Spell Name	Effect & Damage	Range	Target	Endurance	Mana	I.Q.	GP
<b>All</b>								
All	Mage Light	Creates Light	30 Feet		3 Turns	5	2	10
All	Guidance	Like a Compass			1 Turn	1	2	10
All	Read	Translates any language	10 Feet		1 Turn	5	2	10
All	Disbelieve	Destroys all Illusions	30 Feet	All		25	4	45
All	Sense Traps	Notifies of traps	30 Feet		1 Day	5	2	15
All	Disarm Trap	Disarms Traps	30 Feet		10 Turns	5	2	5
All	Lesser Heal	Heals up to 25 health at a time	10 Feet	1		1 / hp	4	25
All	Healing	Heals up to 50 health at a time	20 Feet	1		1 / hp	5	50
All	Greater Healing	Heals 100 health at a time	30 Feet	1		½ /hp	6	100
All	Group Heal	Heals 25 health	10 Feet	Group		50	5	80
All	Major Healing	Heals 50 health	20 Feet	Group		100	6	100
All	Ultimate Healing	Heals 100 health	30 Feet	Group		150	7	150
All	Antidote	Cancels the effects of all poisons	30 Feet	1	-	10	3	20
All	Exorcism	8-48 to Undead	50 Feet	All		30	5	100
All	Teleport	Teleports the unit it is cast on up to 40 feet from the caster	40 Feet	1		10	2	30
All	Levitate	Levitates a chosen character		1	3 Turns (in battle) 1 turn (out of battle)	15	3	30
All	Mana Shield	Damage Doubled and done to Mana	50 Feet	1	No limit	5	3	30
All	Cloak Arcane	Partially invisible	20 Feet	Group	1 Turn (out of battle only)	15	3	45
<b>Earth</b>								
Earth	Bolt	2-12	30 Feet	1		5	2	Free
Earth	Poog's Vortex	3-18 + Life Restored to Caster	30 Feet	1		10	3	20
Earth	Lightning Bolt	4-24	40 Feet	1		10	3	30
Earth	Zap	5-30	50 Feet	1		15	4	40
Earth	Avalanche	4-24	40 Feet	Group		15	4	50
Earth	Summon Earth Elemental	AV=7 DV=9 Dex=3 Health=50 Damage=6-36 Speed=3	10 Feet		Battle	40	7	130
Earth	Summon Ent	Roll=-2 Dex=6 H.P.=65 Damage=9-54 Speed=3	10 Feet		Battle (No Disbelieve)	70	8	200
Earth	Beast Call	Roll=8 Dex=2 Health=40 Damage=5-30 Speed=3	10 Feet	1-6	For Battle	50	7	130
Earth	Summon Air Elemental	Roll=0 Dex=8 Health=75 Damage=10-60 Speed=5	10 Feet		2 Battles	75	8	200
Earth	Tame Animal	Tames a wild animal	40 Feet	1	1 Battle or 1 turn out of battle	15	3	20
Earth	Poison	-10 health per turn	30 Feet	1	Until Cleaned	10	2	20
Earth	Aura Shield	+10 Protection from everything	20 Feet	Group	4 Turns	20	5	75
Earth								
Earth	Brambles	Enemy Misses Turn	30 Feet	1	2 Turns	40	6	100
Earth	Haste	+2 Speed	30 Feet	1	3 Turns	5	2	10
Earth	Mass Haste	+2 Speed	30 Feet	Group	3 Turns	10	3	30
Earth	Slow	-2 Speed	60 Feet	1	3 Turns	5	2	10
Earth	Mass Slow	-2 Speed	60 Feet	Group	3 Turns	10	3	20
Earth	Berserk	½ Chance enemy attacks own units	30 Feet	1	2 Turns	35	5	100
Earth	Mass Berserk	½ Chance enemy attacks own units	40 Feet	Group	1 Turn	50	8	200

Magic Type	Spell Name	Effect & Damage	Range	Target	Endurance	Mana	I.Q.	GP
<b>Fire</b>								
Fire	Fireball	2-12	30 Feet	1		5	2	Free
Fire	Elvar's Fire	4-24	40 Feet	1		10	2	20
Fire	Fire	5-30	40 Feet	1		15	4	50
Fire	Sun Stroke	7-42	30 Feet	1		20	5	75
Fire	Rage Of Mithras	8-48	50 Feet	1		25	6	100
Fire	Fire Blast	3-18	30 Feet	Group		10	3	40
Fire	Fire Storm	5-30	40 Feet	Group		20	5	100
Fire	Column Of Fire	6-36	40 Feet	Group		30	6	125
Fire	Wrath Of Mithras	8-48	50 Feet	Group		40	7	200
Fire	Flame Shield	All close range, attacking opponents receive 10 damage (including back attacks and counter attacks)	10 Feet	1	5 Turns	10	3	25
Fire	Summon Fire Elemental	AV=9 Dex=5 Health=60 Damage=9-54 Speed=3	10 Feet		Battle	40	7	130
Fire	Fire Wall	Creates a barrier which when passed does 5-30 damage (may only be cast once per battle)	40 Feet	All	Battle	15	4	30
Fire	Zak's Speed	+8 Dex	20 Feet	1	3 Turns	10	3	40
Fire	Zak's Speed SR.	+12 Dex	40 Feet	1	3 Turns	20	5	80
Fire	Rev Zak's Speed	-8 Dex	20 Feet	1	3 Turns	10	3	40
Fire	Rev Zak's Speed SR.	-12 Dex	40 Feet	1	3 Turns	20	5	80
<b>Water</b>								
Water	Ice	2-12	30 Feet	1		5	2	Free
Water	Frost	4-24	30 Feet	1		10	3	30
Water	Ice Shower	4-24	30 Feet	Group		15	4	75
Water	Aqua Rake	6-36	30 Feet	Group		25	5	120
Water	Chill	-6 Dex	30 Feet	1	3 Turns	5	2	20
Water	Numb	-5 A.V.	40 Feet	1	3 Turns	5	2	20
Water	Major Numb	-5 A.V.	50 Feet	Group	3 Turns	15	4	50
Water	Freeze	Opponent can't move while frozen	30 Feet	1	2 Turns	40	6	100
Water	Summon water Elemental	Roll=7 Dex=3 Health=65 Damage=6-36 Speed=3	10 Feet		Battle	40	7	130
Water	Create Moat	Creates a water barrier which may be advanced to, but not passed until the next battle round	60 Feet	All	Battle	15	4	30
Water	Frost Nova	Freezes a group in place (frozen group may not receive damage while under this spell)	60 Feet	Group	1 Turn out of battle (may be used in battle)	50	7	100
Water	Sala's Swift	+5 AV	30 Feet	1	3 Turns	5	2	20
Water	Vormors Shield	+5 DV	30 Feet	1	3 Turns	5	2	20
Water	Hydra Strength	+10 damage to all close range attacks	30 Feet	1	4 Turns	15	2	25
Water	High Pressure	Doubles damage of long range attacks	50 Feet	1	2 Turns	25	5	50
Water	Vorn's Guard	+10 Protection from everything	20 Feet	Group	3 Turns	15	3	30
Water	Cowardice	Causes weaker opponents to Run in Fear. Stronger ones may resist	30 Feet	Group		20	4	30
<b>Shadow</b>								

Magic Type	Spell Name	Effect & Damage	Range	Target	Endurance	Mana	I.Q.	GP
Shadow	Touch of Darkness	2-12	30 Feet	1		5	2	Free
Shadow	Death Coil	4-24 (heals caster same amount)	30 Feet	1		20	4	60
Shadow	Rasp	Damages mana 7-42	40 Feet	1		10	4	60
Shadow	Osmose	Absorbs mana 7-42	40 Feet	1		10	6	100
Shadow	Quatr	Reduces health to $\frac{3}{4}$	20 Feet	1		25	4	75
Shadow	Demi	Reduces health to $\frac{1}{2}$	20 Feet	1		50	7	130
Shadow	Mute	Prevents unit from casting spells	40 Feet	1	3 Turns	25	4	75
Shadow	Reflect	Causes unit to reflect all spells cast on him to random opponent unit.	20 Feet	1	4 Turns	10	3	30
Shadow	Death Curse	-5 A.V.	40 Feet	1	3 Turns	5	2	20
Shadow	Insect Plague	-5 A.V.	50 Feet	Group	3 Turns	15	4	50
Shadow	Summon Daemon	Roll=-2 Dex=8 Health=35 Damage=8-48 Speed = 5	10 Feet		Battle	50	7	130
Shadow	Darkness	Makes aura of darkness (night)	40" Rad.		3 Turns (in battle) 1 turn (out of battle)	15	4	40
Shadow	Invoke Spirit	Roll=0 Dex=6 Health=50 Damage=7-42 Speed = 5	10 Feet		Battle	50	7	130
Shadow	Animate Dead	Gives Undead +10 Damage to all close range attacks	40 Feet	All Undead	3 Turns	15	3	20
Shadow	Raise Dead	Roll=8 Dex=2 Health=35 Damage=5-30 Speed=3	30 Feet	1	Battle	25	2	40
Shadow	Create Wall	Creates a Wall (may not be used in combat)	10 Feet		Until Disbelieved or softened.	25	4	60
Shadow	Soften Stone	Dissolves a Wall that was created by Create Wall	10 Feet			25	4	Free with create
Shadow	Rage	Causes a close range attacking unit to do max damage	10 Feet	1	2 Turns	20	4	50

### Moogle Dances

Roll	Dance Name	Damage & Effect	Range	Target	Duration	Upgrade Per Level
1.	Fail	-	-	-	-	-
2.	Snowman Jazz	2-12	30 Feet	1	-	+1 dice roll
3.	Forest Suite	-1 Dex	40 Feet	Group	2 Turns	-1 Dex
4.	Wind Song	Heals 20 health	30 Feet	Group	-	+10 health healed
5.	Dusk Requiem	6-36 + 5 poison	40 Feet	1	Until Cleaned	+1 dice roll & +3 poison
6.	Earth Blues	8-48	60 Feet	Group	-	+1 dice roll